Trivial Pursuit®
CD-ROM EDITION

Trivial Pursuit®

This CD version of TRIVIAL PURSUIT® has the same gameplay as the internationally best-selling board game—but with the added excitement of sound, speech, music, and still and moving pictures to entertain you—and challenge your memory!

OBJECT: To be the first player to earn a color wedge in each of the six different color categories. In the Classic Game, you then land in the hub at the center of the game board and answer the game-winning question in a category chosen by your opponents!

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HANDLING YOUR COMPACT DISC

- The Compact Disc is intended for use exclusively on an MPC system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the disc.
- KEEP YOUR CD CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft, dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

MPC INSTALLATION

If you do not have QuickTime for Windows installed, run the QINSTAL.EXE Program located on the TRIVIAL PURSUIT CD.

From the PROGRAM MANAGER, pull down the FILE window and select RUN.

In this dialog, click BROWSE. In the browse dialog, choose your CD-ROM drive and click INSTALL.EXE, then click OK.

The install program will prompt you for a directory in which to install. Choose the default (C:\PURSUIT) or any other directory with at least 10 megabytes of space.

The install program will install the necessary files into this directory.

Double click on this program item to start the program (after making sure the CD-ROM is in the drive).

STARTING A GAME

If you don't start a game, the system will default to a "demo" series of questions.

1. **CLASSIC or FAST...** Click on your choice to select a Classic or Fast game.

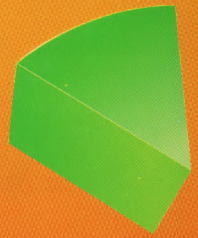
1: CLASSIC... The "traditional" game, where players select their categories strategically and move around the board answering questions. See pages 6 - 9.

2: FAST... The faster-paced game doesn't use the game board or die. The system randomly selects categories for you. See page 10.

3: SAVED GAME... To load a previously-saved game and continue it.

2. **PLAYER IDENTIFICATION...**
Click on SELECT COLOR to cycle through all 6 colors. When it says the color you want...

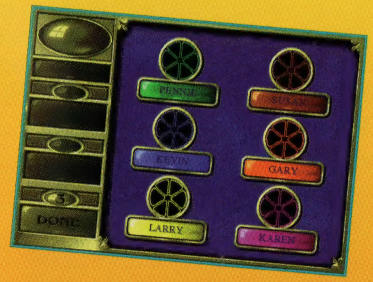
Enter your name: To change from the color to your name, click on each letter (use "backspace" to erase a letter). Click DONE.



1: ADD PLAYER: To continue player identification, click on ADD PLAYER then complete the color selection and name for the next player; repeat for all players.

2: DONE: When you have completed the ADD function, click DONE and wait: the game board screen will come up, and you can start the game.

3. **PLAYER INFO SCREEN...**



1: INFO: Each player's name and scoring token appear and, throughout the game, the number of wedges that player has earned will be shown. Click on INFO to bring up this screen whenever you want to check how many wedges you—and your opponents—have. Click DONE to resume the game.

2: REMOVE: If a player decides to leave during game play, click on NEXT to highlight the player's token/name, then click on REMOVE. Click DONE.

4. **GAME BOARD SCREEN...** If you selected a CLASSIC game, this appears after all players have entered their colors and names. If you selected a FAST game, skip to page 10 now.

THE GAME BOARD AND QUESTION CATEGORIES...

On your turn, the game board screen will appear, showing where each player's token is. On your turn, the left side of the screen will show your name and your status, e.g., which categories you've already earned scoring wedges in. This lets you know which ones you still need. The six subject categories, each represented by the same color throughout the game, are listed below; the gray spaces on the board indicate you will ROLL AGAIN.

Brown	**PP**	**PEOPLE & PLACES**
Pink	**AE**	**ARTS & ENTERTAINMENT**
Yellow	**H**	**HISTORY**
Green	**SN**	**SCIENCE & NATURE**
Orange	**SL**	**SPORTS & LEISURE**
Blue	**WC**	**WILD CARD**

ON YOUR TURN...

Whoever entered his/her PLAYER IDENTIFICATION first will go first, and so on. All other players tokens will disappear from the board, leaving yours.

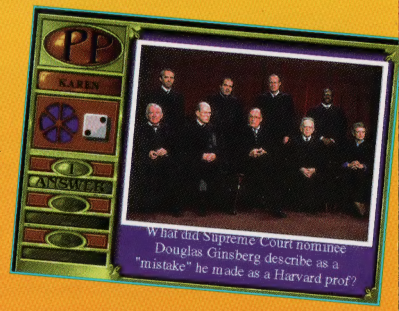
1. **Roll the die...** Click on ROLL, then STOP.

   Roll Again: If you land on a gray space, click on ROLL to roll again.

2. **Pick your move...** All players start in the hub at the center of the board. The computer will highlight in white all your movement options on the board—forward, backwards, up or down a spoke. Click on NEXT to highlight the next position or PREVIOUS to go back to the position you just passed. When you arrive, click on SELECT to enter your position and bring up your question.

   Alternate method: Click directly on the white space you want to move to.

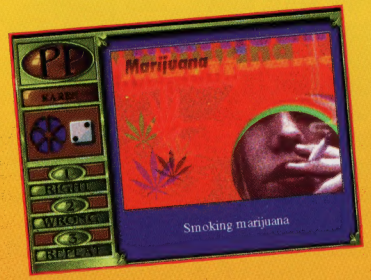
3. **Answer the question...** After you've read the question, say your answer aloud.



4. **Check the answer...** Click on ANSWER to see the answer.

1: RIGHT: If you were correct—and your opponents accept your answer as correct—click on RIGHT, and continue your turn with another question. As long as you answer correctly, you keep going! The next player goes only when you've given a wrong answer.

2: WRONG: If you were incorrect—or your opponents do not accept your answer—click on WRONG and end your turn. The next player goes.



3: REPEAT: To hear/see the same question and answer again.

Note: If you clicked on RIGHT when the answer was actually WRONG, or vice versa, click on UNDO then select RIGHT or WRONG.

5. **Landing in the hub...** When you land in the center of the game board while you're still collecting wedges, you may choose any category for your next question.

WINNING THE GAME

When you have collected a wedge in each of the six categories, on your turn you must land in the hub (the center) by exact count to try to answer the game-winning question. When you do, a screen with all six categories will automatically appear. Now your opponents click on NEXT to move through the categories and DONE to select the category they choose for you. If you answer correctly, you win. If your answer is not correct, on your next turn you must move out of the hub, then, after one correct question/answer or on your subsequent turn, move back into the hub (by exact count) to try the game-winning question again! If you succeed, you win!

OPTIONS

To OPEN GAME, start a NEW GAME, SAVE GAME or QUIT a game, click in the black area at the top left of the screen and your options will appear. Select the one you want.

HOW TO PLAY A FAST-PACED GAME

This option avoids the game board and rolling the die to navigate around it. The system randomly picks the categories for you.

1. **GAME SELECT...** Click on FAST. See page 4.
2. **PLAYER IDENTIFICATION...** See page 4.

ON YOUR TURN...

1. **Random category screen...** The system randomly cycles through the color ovals on the screen and picks for you. PRESS A to make it stop. (See colors and categories on page 6.)
2. **Here's your question...** When your category has been selected, you are asked a question.
3. **Say your answer aloud.**
4. **Check the answer...** Click on ANSWER to see the answer.

1: RIGHT: If you were correct—and your opponents accept your answer as correct—click on RIGHT, and continue your turn with another question. You go again, and keep going—until you give a wrong answer!

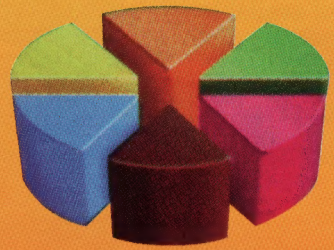
2: WRONG: If you were incorrect—or your opponents do not accept your answer—click on WRONG to end your turn. The next player goes.

3: REPEAT: To hear/see the same question and answer again.

Note: If you selected RIGHT when the answer was actually WRONG, or vice versa, here's how to UNDO it: Click on INFO to bring up the PLAYER INFO SCREEN, click on UNDO, then select RIGHT or WRONG.

WINNING THE GAME

The first player who collects one wedge in each of the six categories/colors, wins the game!



TRIVIAL PURSUIT SCREEN SAVER

There are six Trivial Pursuit screen savers, one for each category, that display game questions on your screen when you're not using the computer. The screen saver runs while either playing Trivial Pursuit or using any other software. To install a screen saver, decide on a category, copy the screen saver to your computer, and then specify how long the computer waits before displaying the first question. An answer follows each question automatically, unless you wish to display the answer yourself. A touch of the mouse or keyboard returns you to where you left off before the screen saver appeared.

GETTING STARTED

Before installing the screen saver, check that your computer has at least 20 megabytes of available disk space. You are now ready to install the screen saver.

INSTALLING THE SCREEN SAVER

You can install the screen saver for either Windows 3.1 or Windows 95.

WINDOWS 3.1

From File Manager,

1. Click on the drive letter containing the Trivial Pursuit CD-ROM disk.
2. Double click on the screen saver "Scrsave" folder.
3. Double click on the "Install" file. Click on OK to install the TP screen saver.
4. Select one screen saver category you are interested in: Arts & Entertainment • History • Sports & Leisure • Science & Nature • People & Places • Wild Card
5. Click on OK
6. Click on "Selected action completed".

GO TO THE PROGRAM MANAGER,

1. Double click on the Main program group and then the Control Panel icon.
2. Double click on Desktop. The Desktop dialog box appears.
3. From the Screen Saver menu, select Trivial Pursuit from the drop-down list of screen savers. Trivial Pursuit appears in the list box.
4. Click on Setup. The Trivial Pursuit Screen Saver dialog box appears.
   * In the Delay box, click on an option button. Selecting Short displays questions for 5 seconds, Long for 10 seconds, and Longest for 15 seconds.
   * In the Show Answers box, if you check the box answers appear after questions. If you leave the box unselected, answers appear only after pressing the space bar.
5. Click on the Display list and set how long the computer waits before displaying the screen saver.
6. Click on Test to preview a screen saver question.
7. Click on OK to save the settings and exit the Control Panel.

Your Trivial Pursuit screen saver is now installed for Windows 3.1.

Repeat these procedures for any other screen saver category you wish to install.

WINDOWS 95

From the Windows Desktop,

1. Click on the Start button, Programs, and Windows Explorer.
2. Click on the drive letter containing the Trivial Pursuit CD-ROM disk.
3. Double click on the "scrsave" folder.
4. Double click on the "Install" file. Click on OK to install the TP screen Saver.
5. Select one screen saver category you are interested in: Arts & Entertainment • History • Sports & Leisure • Science & Nature • People & Places • Wild Card.
6. Click on OK.
7. Click on "Selected action completed".

You are now ready to setup the Trivial Pursuit screen saver and complete the installation.

FROM THE WINDOWS DESKTOP,

1. Click on the Start button, Settings, and Control Panel. The Control Panel window appears.
2. Double click on the Display icon. The Display Properties dialog box appears.
3. Click on the Screen Saver folder tab and then the Screen Saver drop-down list. Select Trivial Pursuit from the list.
4. Click on the Settings button. The Trivial Pursuit Screen Saver dialog box appears.
   * In the Delay box, click on an option button. Selecting Short displays questions for 5 seconds, Long for 10 seconds, and Longest for 15 seconds.
   * In the Show Answers box, if you check the box answers appear after questions. If you leave the box unselected, answers appear only after pressing the space bar.
5. Highlight the Wait box number and type how many minutes the computer waits before the screen saver appears.
6. Click on Preview to preview a screen saver question and then the Apply button. Click on OK to save the settings and exit the Control Panel.

Your Trivial Pursuit screen saver is now installed for Windows 95. Repeat these procedures for any other screen saver category you wish to install.

If you have any problems during or after installing a screen saver, read the Troubleshooting section of this booklet or the readme.txt file on the CD-ROM disk.

USING THE SCREEN SAVER

The screen saver works as follows,

* Touching the mouse or pressing a key on the keyboard closes the screen saver.
* If you have selected to display questions only, pressing the space bar displays the answer.

HELP

PRODUCT SUPPORT

To get the most out of your Hasbro Interactive product, take advantage of the following product support:

TECHNICAL SUPPORT

For technical support, please first consult the Troubleshooting section of this booklet. If you still need assistance, our technical support team is available to help you. Technical support representatives are available Monday through Friday from 7 a.m. to 12 p.m. Eastern time. Saturday and Sunday 8:00 a.m. to 6:00 p.m. The technical support number is 617-746-2903. Or e-mail to: http//www.hasbro.com

When calling, please position a phone near your computer. You may be required to retrieve information using your computer. Also, please have a pen and paper as well as the following information: make and model of your computer, amount of RAM, type and brand of the graphics and sound cards, and the contents of your CONFIG.SYS and AUTOEXEC.BAT files. If you are unsure about any of these, please try to find out before calling.

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DEFECTIVE DISK REPLACEMENT

If you have a defective disk, we will replace it without charge within 90 days of purchase. Simply mail in the defective disk(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and your system configuration.

If you do not have the receipt or if 90 days have passed, please enclose a check or money order for $10.00, made payable to Hasbro Interactive, Inc. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy that particular store has.

Please return the disks to:

Hasbro Interactive
50 Dunham Road
Beverly, MA 01915

MPC TROUBLESHOOTING

Before calling technical support for help, there are several things you should check. First, verify that your computer configuration matches or surpasses the product requirements listed on the product packaging. Also check the following:

INSTALLATION PROBLEMS

If you encounter an error during installation, or the program asks for a disk that doesn't exist, you most likely do not have enough room on your hard drive. It is also possible there is a conflict with something in memory, in which case you will want to try using a boot disk.

After running the installation program, go to the C:\> prompt and type "DIR". At the bottom will be the number of bytes free. If it is less than ten megabytes (about 10,000,000 bytes), you probably do not have enough space on your hard drive to install the program. You will need to make more room by deleting older programs you no longer need. Trivial Pursuit requires about 10 megabytes of hard disk space. If you use disk compression, such as Stacker or DoubleSpace, you will need slightly more.

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Trivial Pursuit®

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Write to: Consumer Relations Department, Hasbro Interactive, P.O. Box 1012, Beverly, MA 01915.

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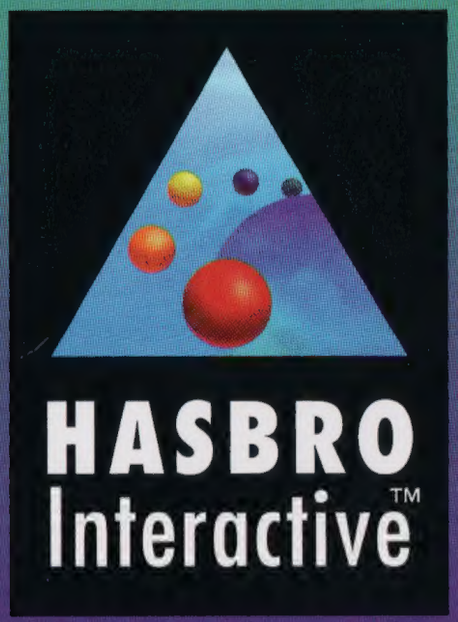

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